

## SLIM CLIENT GAMING SYSTEM

ABSTRACT OF THE DISCLOSURE

5 A computer gaming system and method of  
operation thereof are provided that both  
drastically reduce the cost of gaming stations and  
allow contemporaneous access to multiple game  
programs from a single gaming station. The  
computer gaming system of the present invention  
10 allows for transparent modifications and upgrades  
to the gaming programs by executing gaming programs  
on a server/host computer connected to a plurality  
of client/terminal computers via communication  
pathways. Each client/terminal computer comprises  
15 a client/terminal program that allows input and  
output streams of the gaming program executed on  
the server/host computer to be separated and  
redirected to the client/terminal computers. Since  
the gaming programs are executed entirely on the  
20 server/host computer, with only wagering input and  
display output operations being executed on the  
client/terminal computers, the cost of the hardware  
and software required for each client/terminal  
computer is greatly reduced. A patron of a  
25 client/terminal computer can access any of the  
gaming programs executed on the server/host  
computer. Modifications and upgrades of the gaming  
programs only need to be performed on the  
server/host computer. By using a stereo head-  
30 mounted display together with a joystick input  
device and wireless communication pathways, the  
present invention allows a patron to participate in  
a mobile gaming environment.

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